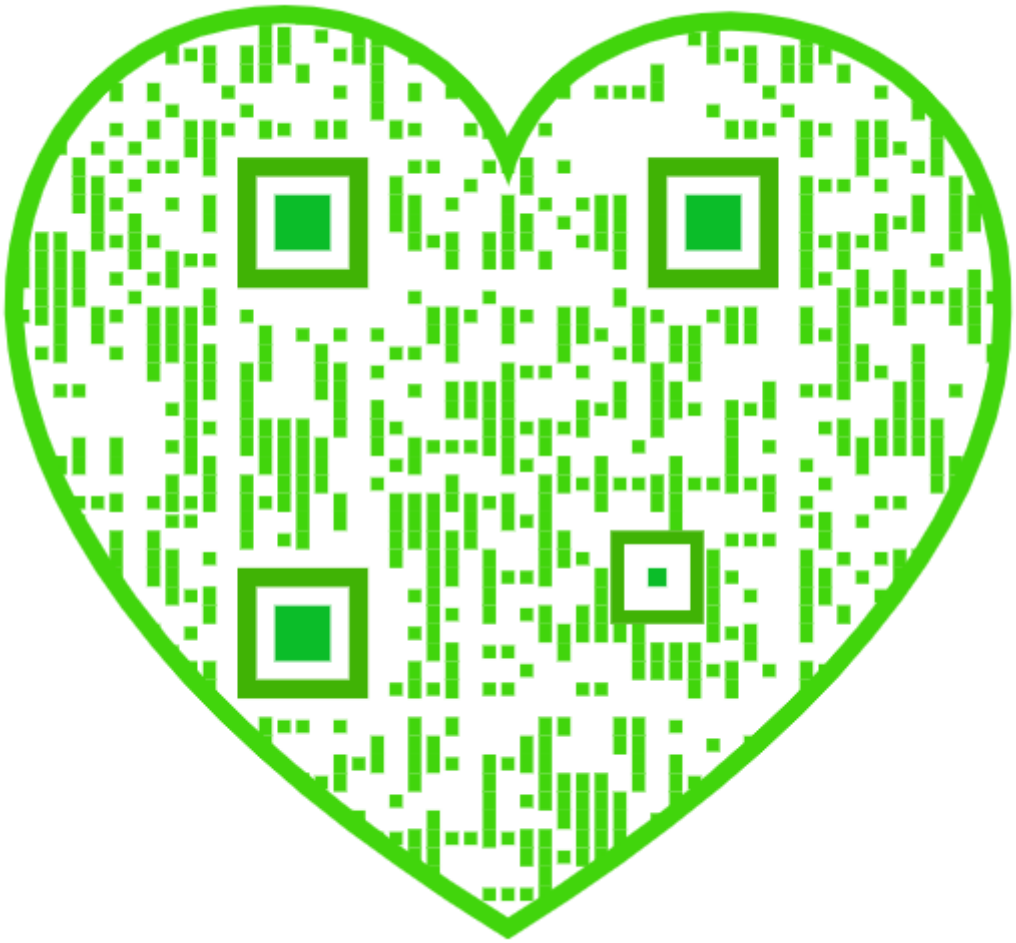

# A WHIST CATECHISM

COMPILED BY

M. D'I. L.

Levick, Mary d'I

"By and by, there was all whist"

LATIMER

*SECOND EDITION, REVISED*

PHILADELPHIA

J. B. LIPPINCOTT COMPANY

1897

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UNIVERSITY
OF VIRGINIA

# DEDICATION OF THE FIRST EDITION.

TO

MY TEACHERS,

KATE WHEELOCK

AND

ROBERTA G. NEWBOLD,

THIS LITTLE BOOK IS INSCRIBED, AS A TOKEN

OF

GRATEFUL REMEMBRANCE.

M. D'I. L.

THE SECOND EDITION

IS

Dedicated

TO

NICHOLAS BROWSE TRIST,

TO

WHOM THE WHIST WORLD IS GREATLY INDEBTED FOR HAVING ORIGINATED

THE

"AMERICAN LEADS."

M. D'I. L.

# PREFACE TO SECOND EDITION.

In this day of "new departures," when so many whist theories and intricate problems are being discussed, and so much written in regard to them, the mind of the beginner often finds itself in a condition of bewilderment. Many are discouraged at the outset, and even the advanced student is uncertain which method of play to adopt. Under these circumstances, the manuscript for a new, and somewhat enlarged, edition of a Catechism of Whist has been revised very carefully. It has been my aim to pursue a conservative course, to make all questions and answers as concise as possible, that they may be the more easily understood, and as a text-book be clear and reliable. I am especially indebted to Mr. Nicholas B. Trist for his kind advice and valuable assistance, and I have made such alterations in this edition as he has suggested.

Great care has also been taken, in giving the new and "up-to-date" rules, to do so only after consulting such whist authorities as Mr. Trist, Mr. Fisher Ames, and Mr. Work. These rules deserve the greatest consideration, as they have been proven, by continued practice on the part of many whist experts, to be most successful in taking tricks.

M. D'I. L.

# PREFACE TO FIRST EDITION.

THE whist-player is ever subject to a mental catechism. While studying the game, the thought occurred to me to jot down many of the questions which presented themselves, and afterwards to add their correct answers, because, written in this way, they could more readily be committed to memory. Requests for copies of the manuscript led me to enlarge the original, arrange the rules systematically, and have it published.

This book, in its catechetical form, contains the principal rules of the game, the "Leads," and the "Play of Second, Third, and Fourth in Hand."

"Cavendish" has been used principally as authority. With the kind permission of Mr. Trist, many of his rules have been given, a few of which have not yet been endorsed by "Cavendish."

M.D'I.L.

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# COMMENTS ON THE FIRST EDITION.

'It is sound, conservative, and up to date."—*Philadelphia Evening Telegraph.*

"We do not recall any volume which offers more useful and more abundantly practical information than is contained in the ten chapters of this little work."—*Philadelphia Evening Bulletin.*

"This book in its catechetical form contains the principal rules of the game, the 'Leads,' and the 'Play of Second, Third, and Fourth in Hand.' The fact that increased interest has lately been given to whist, makes this little treatise a valuable acquisition."—*Baltimore American.*

"The book will be especially useful to beginners, who wish to impress upon their minds the main rules, and proper leads and plays. The answers to the questions are short, and to the point, and therefore easily understood. A careful perusal of this little book shows that the author has succeeded in producing a work that will be of great benefit to the student of whist."—*Whist Journal*, Milwaukee, Wisconsin.

"One of the latest books on the subject of whist is a neat little volume from the press of J. B. Lippincott Company, of Philadelphia. The author, Mary d'I. Levick, has arranged a 'Whist Catechism,' which makes plain many knotty questions."—*The Denver Republican.*

"The practical ideas in this little volume, in the arrangement of questions and answers, make the many knotty situations and problems very easy and simple; no student of the game should go without it."—P. J. TORMEY, San Francisco, Cal., Director of American Whist League on the Pacific Coast.

"Your little 'Whist Catechism' is a very handy and good arrangement of the subject."—FISHER AMES, Boston.

"Any one who masters thoroughly the 'Whist Catechism' need have no fear to offer himself as a partner at any time and place."—A. S. BURT ("The Colonel"), Fort Missoula, Montana.

"'A Whist Catechism' contains, in a condensed form, about all that is worth knowing of whist."—NICHOLAS BROWSE TRIST, New Orleans.

# A WHIST CATECHISM.

## I.

### General Principles.

1. What is the fundamental principle on which the game of modern scientific whist is based?

1. The method of play which has been arrived at, not by abstract calculation, but by general reasoning, confirmed by the accumulated experience of practised players.

2. What method of play having stood the test of time has been most generally adopted?

2. That the hands of the two partners should not be played singly, but as allied forces.

3. How has modern scientific whist increased the facilities of finding out quickly what cards your partner holds?

3. By the adoption of certain modes of play under certain circumstances, by which each player is able, with more or less certainty, to draw inferences as to the position of the remaining cards.

4. What system of leads has now been adopted by whist-players generally?

4. That which is generally known as "The American Leads."

5. What do they enable the leader to show?

5. Principally the length of suit in two leads.

6. Why are they called "American Leads?"

6. Because originated by Mr. Nicholas Browse Trist, of New Orleans, and thus named in compliment to him by "Cavendish," who elaborated them.

# II.

## The Lead.

1. What is your original lead?

1. Your opening or first lead.

2. What is it intended to show your partner?

2. Which is your best suit.

3. Is the original lead an important one?

3. Yes, for on it sometimes depends the entire success or failure of the hand.

4. What is the best manner of opening a hand?

4. To lead originally from the suit which is numerically strongest.

5. Why?

5. Because your object in the game should be, by establishing your long suit, to obtain for your low cards a value that does not intrinsically belong to them.

6. Has this rule any exceptions?

6. Yes. For instance, a four-card suit containing three cards in sequence with the queen is a better suit to open than one of five low cards. (Also see page 21, 7.)

7. Which is, of course, the best suit of all to lead from?

7. One which combines both numerical strength with high cards.

8. When you open a strong suit with a low card what should you lead?

8. Your fourth best card.

9. What information is given by the lead of a fourth best card?

9. (*a*) That there are three cards higher than the one led in the leader's hand.

(*b*) If the number of spots, on the card led, be subtracted from eleven, the remainder will be the number of cards, in the other three hands, higher than the one led.

10. Give an example of a lead from a fourth best card and the inference drawn.

10. Your partner leads an eight; subtracting eight from eleven, you infer that he holds three cards higher than eight in his hand. You have in your hand ace, queen, and ten (three higher cards). Your partner must therefore hold king, knave, and nine, and you know from one lead that you and he have full command of the suit.

11. What are the exceptions to the rule of originally leading the fourth best card of a strong plain suit?

11. Ace, with more than four small; ace, king, and others; ace, queen, knave, and one or more; ace, queen, with three or more; ace, knave, with three or more; king, queen, and others; queen, knave, ten, and others.

12. Why should a high card be led from these combinations, instead of a fourth best card, first round of a suit?

12. Lest the adversaries should win the first round with any card lower than your high ones, and trump on the second or third round.

13. When you open a strong suit with a high card, and cannot follow with another high card, what should you lead on the second round of the suit?

13. Your original fourth best, excepting with king, queen, and three or more, when let your second lead be your original fifth best. Always show two cards between your first and second leads (N. B. Trist).

14. From what figure should your fifth best card be subtracted?

14. From ten, for the same reason that your original fourth best is subtracted from eleven.

15. When you open a strong suit with a high card, and two high cards of equal value (so far as taking the trick is concerned) remain in your hand, with which should you follow on the second lead?

15. The higher, if you had not more than four of the suit originally.

The lower, if you had more than four of the suit originally, or if your original lead indicated five or more, then lead the higher to show just five in suit originally; the lower, to show more than five.

16. When you again have the lead, after one or more tricks have been played, is it advisable to open a fresh suit?

16. No. Avoid changing suits. It is generally better to continue your original lead.

17. When you obtain the lead for the first time, and one or more tricks have been played, what is generally advisable?

17. If you possess great strength in any suit, open it.

With weak, or only moderately strong suits, you will, as a rule, do better to return your partner's lead; or to lead up to the weak suit of your right-hand adversary, or through the strong suit of your left-hand adversary.

18. When in doubt whether to open your own suit, or to return your partner's lead, by what principle should you generally be guided?

18. By your strength in trumps. If strong in trumps, you may play your own game; but if weak in trumps, play your partner's.

### A FORCED LEAD.

19. Which card should you lead if you elect, or if you are forced to open a suit numerically weak, not headed by any card higher than a knave?

19. The highest card. As you cannot expect to take many tricks yourself, you should lead so as to assist and strengthen your partner.

20. When leading from a suit numerically weak, that contains ace, king, or queen, which card should you lead?

20. If you hold a sequence, or only two cards of the suit, or if you know by the previous play that your partner is strong in the suit, lead high; otherwise lead the lowest.

21. Which short suits are best adapted for an original opening?

21. Queen, knave, with or without one other.

Knave, ten, with or without one other.

Ten, nine, with or without one other.

Knave, with one or two others.

22. Which may be opened originally, if necessity requires a short suit opening?

22. Ace and two small.

Queen and one other.

Ten, and one or two others.

Nine, and one or two others.

RETURNING YOUR PARTNER'S LEAD.

23. When you return your partner's lead, what should the card you choose depend on?

23. On the number of cards you have remaining in the suit; upon whether it was a long or a short suit originally.

24. If you did not hold more than three cards of the suit originally, which card should you return?

24. The higher of the two remaining cards.

25. Why?

25. To get a high card of your partner's suit out of his way.

To enable him to finesse if advisable.

To enable him to ascertain how many cards you have remaining of his suit.

26. If you held originally four cards of your partner's suit, which should you return?

26. The lowest card. It enables your partner to ascertain how many cards you held originally of the suit, and thus prevents him from finessing in a suit of which both you and he are strong, and which may be trumped on the third round.

27. What are the exceptions to the last rule?

27. (*a*) When you hold the winning card, return it.

(*b*) When you hold the second and third best cards, in plain suits, return the highest.

(*c*) When you have begun to unblock your partner's suit on the first round, return the highest. (If you return the lowest, you undo all you have already done, and complete a call for trumps.)

THE COMMAND OF SUITS.

28. When should you keep command of a suit, and when get rid of it?

28. Keep command of your adversary's suit as long as possible.

Get rid of the command of your partner's suit.

29. Holding ace and four or more cards lower than the king, when may you lead your fourth best card originally, instead of ace?

29. When you are strong in trumps, or when you have the opening lead of the hand.

LEADING PLAIN SUITS AND TRUMP SUITS ALIKE.

30. When should you lead plain suits like trump suits?

30. When you hold the remaining trumps, or when trumps have all been played, and you have a sure card of re-entry in your hand.

31. Why?

31. Because as there is no longer danger of having your high cards trumped, if held back, and holding a sure card of re-entry, more tricks can often be made by treating a plain suit headed by a high card, just as you would a trump suit; for instance, holding ace, king, and two small, lead lowest, instead of king.

32. When, as a general rule, should you lead originally trump suits like plain suits?

32. Holding, at least, three honours; or ten, and two court cards (ace is not a court card); or, seven or more cards in suit.

# III.

## Trumps.

### LEADING.

1. What is the chief obstacle to establishing long suits?

1. Their being trumped by your adversary.

2. For this reason, what should you generally do if you find yourself numerically strong in trumps?

2. Lead them.

3. Why, with numerical strength in trumps, should they be led?

3. Because, by so doing, you draw your adversaries' trumps, and by thus disarming them, you prevent their trumping your winning cards, and you are thereby enabled to establish, and bring in your own, or your partner's, long suits.

4. When you hold five trumps, what should your original lead be?

4. You should almost always lead trumps, without waiting to establish a suit.

5. What are exceptions?

5. When you hold five trumps without an honour, and a weak five-card suit; or hold five trumps without an honour, and four middling cards of one plain suit, together with four very poor cards of another plain suit. It is then generally better to establish your suit first, unless your partner has shown one.

6. When should you lead from four trumps?

6. When your own, or your partner's, strong suit is established.

7. Holding four small trumps, and but three cards in each of your plain suits, what should you lead, if you have the opening of the hand?

7. It is generally a lesser evil to lead trumps, but there are some weak hands, from which a good strengthening card from the top of a plain suit is the safest opening.

8. What is a singleton?

8. One card only of a suit.

9. What only would justify the lead of a singleton in trumps?

9. Holding great commanding strength in all the plain suits, or it may be necessitated to stop a cross-ruff.

10. Should you be deterred from leading trumps because an honour is turned up to your right?

10. No; it is very seldom that you should be influenced by it.

11. Would it be good play to lead trumps merely because an honour is turned up to your left?

11. No; it would mislead your partner, who would imagine you to be strong in trumps.

12. After your partner has led trumps, and you obtain the lead, what should you do?

12. Almost always return the trump lead at once, as it is so much more important than any other.

13. What are exceptions?

13. If your partner has led from weakness, you are not bound to return his lead unless it suits your hand.

If one of the adversaries has no trumps, you should generally abstain from drawing two trumps for one.

14. What inference should you draw if your partner trumps a doubtful card?

14. Either that he has less than four, or five or more trumps.

15. What inference should you draw if your partner refuses to over-trump, or to trump a certain winning card?

15. Either that he has no trumps, or that he has four trumps, and wishes to keep them in order to establish a long plain suit.

16. Therefore what should you do?

16. You should assist him by leading trumps as soon as you can.

FORCING.

17. If you are weak in trumps, what must you carefully avoid?

17. Forcing your partner to trump, because if you are weak in trumps, the chances are that he is proportionately strong.

18. If, then, a partner, in whom you have confidence, forces you to trump, what inference should you draw, and what should you play?

18. You should infer that he is strong in trumps, and you should therefore trump the card he has led, and depend on his strength to exhaust the adversaries' trumps.

19. If, on the other hand, a good partner refrains from forcing you, what should you infer?

19. That he is weak in trumps.

20. Under what circumstances, though weak in trumps, may you be justified in forcing your partner?

20. When he has already shown a desire to be forced; or shown weakness in trumps, as by refraining from forcing you.

When you have a cross-ruff, which is sometimes more advantageous than trying to establish a suit.

When, sometimes, great strength in trumps has been declared against you.

21. If you are weak in trumps, and yet doubtful whether your partner wishes to be forced or not, how should you lead?

21. Do not lead the suit he can trump *at once*, but first lead a card of another suit. Then if you afterwards lead the suit he can trump, he should understand that you are weak in trumps, and he can take the force or not, according to his own judgment.

22. When your adversary is marked with a strong trump hand, what is the best way to oppose it?

22. Avoid leading trumps. Force your adversary's strong trump hand whenever you can, and if he refuses to take a force, keep on giving it to him.

### ASKING FOR TRUMPS.

23. What is a signal for trumps?

23. It is asking your partner to lead trumps, by your playing an unnecessarily high card, followed by a lower one, in the same suit.

24. What alone justifies a signal for trumps?

24. Your strength in trumps must be at least four trumps, two of them honours; or five trumps, one of them an honour; also a strong plain suit in addition, unless your partner has shown one.

25. When an honour is turned up to his right, and your partner's opening lead is an irregular one, what command is he giving you?

25. To lead trumps through the honour turned up to his right, because he holds cards which may enable him to make a successful finesse.

26. When you obtain the lead after your partner's signal for trumps, what should you do?

26. Lead them.

27. What is a trump echo?

27. After your partner's lead of, or signal for, trumps, if you originally held four or more trumps, a trump echo is for you to signal, either in the trump suit, or, at the first opportunity, in a plain suit.

28. What is a double echo?

28. A double echo is to echo twice, after your partner's lead of, or signal for, trumps. This shows more than four trumps.

THE SUB-ECHO.

29. What is a sub-echo?

29. If you have shown after your partner's lead of, or call for, trumps, that you did not hold four trumps (as by playing what he knows is your lowest card, on his first lead, or by returning a strengthening trump), and you afterwards echo in a plain suit, you show three trumps originally. This is called a sub-echo.

30. What is another way of sub-echoing?

30. When you hold three trumps, and have had no opportunity of showing this to your partner in the trump suit; on the first plain suit led, play an unnecessarily high card, followed by a yet higher one, and on the third round, drop to your lowest card. This is also called a sub-echo.

31. What is a third way?

31. If you refuse to echo, in the plain suit first led, after your partner's signal for, or lead of, trumps, and you echo in the second, you show three trumps.

LEADS TO SHOW FOUR TRUMPS.

32. If your partner *has signalled for trumps*, and you hold ace, king, and two small, what should you lead?

32. First king, then ace; not leading the higher card first, shows that you hold more than three trumps.

33. Ditto, with ace, king, queen, and one small?

33. Lead king, then queen; your partner should place ace and one more trump in your hand.

34. Ditto, with ace, queen, knave, and one small?

34. Lead ace, then knave; your partner, as soon as he can read the queen in your hand, will know that you have also one more trump.

35. Ditto, with king, queen, and two small?

35. Lead queen, then king.

36. Ditto, with queen, knave, and two small?

36. Lead lowest; the knave is too low an honour to show four trumps by leading it.

37. Ditto, with king, or queen, or knave, and three or more small?

37. Lead lowest. (Holding ace and small, lead ace, irrespective of number.)

LEADS TO SHOW LESS THAN FOUR TRUMPS.

38. Holding less than four trumps, what should you lead *in response to your partner's signal?*

38. The higher of two, or the highest of three trumps. Leading the highest first, shows less than four trumps.

PLAY OF THIRD IN HAND TO SHOW FOUR TRUMPS.

39. If your partner *leads trumps*, and you hold ace, king, queen, knave, what should you play?

39. Play queen, then knave. Taking with the unnecessarily high card, shows four trumps.

40. Ditto, with ace, king, queen, and one small?

40. King, then queen. (For the same reason as given above.)

41. Ditto, with ace, king, and two small?

41. Take with ace, and return king. (For the same reason as given above.)

42. Ditto, with ace, queen, knave, and one other?

42. Play knave, and if it wins, return ace. Your partner should place queen in your hand.

43. Ditto, with ace, queen, and two small?

43. No positive rule has yet been given for this combination to show four trumps, although some players believe in doing it, by taking with ace, and returning queen.

44. Ditto, with king, queen, knave, and small; or king, queen, and two small?

44. Play king, and return queen.

45. Ditto, with queen, knave, ten, and small; or queen, knave, and two small?

45. Play queen, and return knave.

46. Ditto, with knave, ten; or ten, nine; or nine, eight, and two small?

46. Play the highest, and return the next lower.

PLAY OF THIRD IN HAND WITH LESS THAN FOUR TRUMPS.

47. Holding less than four trumps, headed by a sequence, what should you play third in hand?

47. Play lowest of sequence, and return the highest.

---

NOTE.—Mr. N. B. Trist has endorsed all of the above rules for showing number of trumps.

# IV.

## The American Leads.

1. What conventional leads have now been adopted by whist-players generally?

1. The American leads.

2. What do they enable the leader to show?

2. Principally the length of suit in two leads, and often the rank of the cards held by him.

### GENERAL RULES FOR THE LEAD.

1. When should ace be led originally?

1. Holding five or more in suit; or,
Ace, queen, knave, four or more cards.

2. When should king be led originally?

2. Holding ace, king, four in suit; or,
King, queen, four in suit.

3. When should queen be led originally?

3. Holding ace, king, queen, five or more in suit; or,
King, queen, five or more in suit; or,
Queen, knave, ten, four or more in suit. (Trist and "Cavendish," see page 31, 1.)

4. When should knave be led originally?

4. Holding ace, king, queen, knave, five or more in suit; or,
King, queen, knave, five or more in suit; or,
*In trumps*, knave, ten, nine, four or more in suit.

5. When should ten be led originally?

5. (*a*) Holding king, knave, ten, with or without others (Trist and "Cavendish"); or, (*b*) queen, knave, ten, with or without others (Hamilton Lead, see page 31, 1).

6 When should a lower card than ten be led originally?

6. Only as a fourth best card. There should be three cards higher than the one led in the leader's hand.

7. In case of nine led, what must the three cards be?

7. Ace, queen, ten; or,
Ace, knave, ten; or,
King, knave, ten.

8. How can you infer the precise nature of the combination led from?

8. The fall of the cards, or the cards in your own hand will often disclose it.

9. What will the second lead show?

9. The number of cards led from. When the leader remains with two high indifferent cards, he leads the higher, if four in suit originally. The lower, if five or more; or if the original lead indicated five or more in suit, then he leads the higher to show just five originally; the lower, to show more than five.

### THE HAMILTON LEADS.

(*American Leads modified.*)

1. It is now considered by many prominent whist experts throughout the United States, as less confusing, and more advantageous from a trick-taking stand-point, to make the original lead of queen always show the king, and a suit of, at least, five cards. This they have accomplished by substituting the lead of ten originally, from queen, knave, ten, instead of queen; and leading a fourth best card originally, from king, knave, ten, instead of ten.

This system of leading is called "The Hamilton Leads," and has many advocates. It was adopted by a number of players at the Whist Congress, June, 1896, but has not yet been officially endorsed by "Cavendish," Mr. N. B. Trist, Mr. M. C. Work, and the experts of the Congress. The writer has thought it advisable to give both systems, and players can use their own judgment in adopting whichever they prefer. (If they adopt the "Hamilton System" of leading, they should treat a ten led, as they would have treated a queen led by the other system. In plain suits, *second in hand* should play ace on ten led; *third in hand*, holding ace and two small, should play low on ten led, first round of the suit, but with king and one small, or ace, king, and one small, king should be played in order to unblock.—M. C. Work.)

2. The lead, regardless of trump strength, in plain suits, of a fourth best card originally, instead of ace, from ace, and four cards lower than a knave, has been adopted by many whist experts. (Endorsed by N. B. Trist.)

# V.

## Leads in Detail.

(In the following analysis of leads, trumps and plain suits should be led alike, unless special mention is given.)

FIRST HAND. SUITS HEADED BY ACE.

| | |
|---|---|
| 1. Holding ace, king, and five or more small, which card should be led originally? | 1. First ace, then king. |
| 2. Ace, king, and three or four small? | 2. Ace, then king, in plain suits.<br>Fourth best *in trumps*. |
| 3. Ace, king, and one or two small? | 3. King, then ace, in plain suits.<br>Fourth best *in trumps*. |
| 4. Ace, king only? | 4. Ace, then king (forced lead). |
| 5. Ace, king, queen, only, or with one other? | 5. King, then queen, then ace. |
| 6. Ace, king, queen, and two or more? | 6. Queen, then ace, if five in suit; or,<br>Queen, then king, if six or more. |

| | |
|---|---|
| 7. Ace, king, queen, knave only? | 7. King, then knave, then ace. |
| 8. Ace, king, queen, knave, and one or more small? | 8. Five in suit, lead knave, then ace.<br>Six in suit, lead knave, then king.<br>Seven or more in suit, lead knave, then queen. |
| 9. Ace, king, knave, and one other? | 9. King, then ace. If the queen falls to the king, lead knave. |
| 10. Ace, king, knave, and two or more small? | 10. Ace, then king. *In trumps*, if queen is turned to your right, and if you change the suit after the first lead, it shows that you want the trump suit returned to you in order to finesse the knave. |
| 11. Ace, king, ten, nine only? | 11. King, then ace, in plain suits. *Nine in trumps.* |
| 12. Ace, king, ten, nine, with one or two small? | 12. Ace, then king, in plain suits. *Nine in trumps.* |
| 13. Ace, queen, knave only, or with one other? | 13. Ace, then queen. |
| 14. Ace, queen, knave, and two or more? | 14. Ace, then knave. |
| 15. Ace, queen, knave, ten? | 15. Ace, then ten, if four in suit.<br>Ace, then knave, if five in suit. |

16. Ace, queen, ten, nine; or, Ace, knave, ten, nine?

16. Four in suit, lead nine. Five or more in suit, lead ace, then nine.

17. *In trumps*, from above?

17. Lead the nine, unless you have seven trumps, when you lead the ace.

18. Ace, queen, ten *in trumps* and knave turned up to your right?

18. Queen; or make an irregular lead as a signal for trumps. (See page 25, 25.)

19. Ace, and small cards (including all strong suits headed by ace, not given in the above rules)?

19. Four in suit, lead lowest. Five or more, lead ace, then fourth best of those originally in your hand. (See page 31, 2.)

20. *In trumps*, from above?

20. Lead fourth best, unless you have more than six trumps, when lead ace.

SUITS HEADED BY KING.

1. King, queen, knave, ten, four, or more in suit?

1. Four in suit, lead king, then ten.

Five in suit, lead knave, then king.

Six or more in suit, lead knave, then queen.

2. King, queen, knave, and one or more small?

2. Four in suit, lead king, then knave.

Five in suit, lead knave, then king.

Six or more in suit, lead knave, then queen.

| | |
|---|---|
| 3. King, queen, knave only? | 3. King, then knave. (N. B. Trist.) |
| 4. King, queen, ten, and two or more small? | 4. Queen, then your original fifth best, if queen wins. (See page 15, 13.) |
| 5. King, queen, ten, and one small? | 5. King, then lowest, if king wins. |
| 6. King, queen, and three or more small? | 6. Queen, then your original fifth best, if queen wins. (See page 15, 13.) |
| 7. King, queen, and three or more small *in trumps?* | 7. Fourth best, unless you have more than six trumps, when lead queen. |
| 8. King, queen, and two small? | 8. King, then lowest, if king wins. |
| 9. *In trumps*, from above? | 9. Fourth best. |
| 10. (*a*) King, knave, ten, with or without others? | 10. (*a*) Ten, then lowest, if ten wins. (Trist and "Cavendish.") |
| | Or, |
| (*b*) King, knave, ten, with one or more? | (*b*) Fourth best. (Hamilton Lead, see page 31, 1.) |
| If ten, or fourth best, forces the ace, and not the queen? | Lead king. |
| If ten, or fourth best, forces the queen, or both ace and queen? | Four in suit originally, lead king.<br>Five or more in suit originally, lead knave. |

| | |
|---|---|
| 11. King, knave, ten, nine, with or without others? | 11. Lead nine, even if you hold the eight. |
| If nine forces the ace, and not the queen? | Lead king after nine. |
| If nine forces the queen, or both ace and queen? | Four in suit originally, lead king after nine.<br>Five in suit originally, lead knave after nine.<br>Six or more in suit originally, lead ten after nine. |
| 12. King, knave, and nine in trumps, and ten turned up to your right? | 12. Lead knave. |
| 13. King, and small (including all strong suits headed by king, not given in the above rules)? | 13. Lead fourth best. |

SUITS HEADED BY QUEEN.

| | |
|---|---|
| 1. (*a*) Queen, knave, ten, with one or more? (Trist and "Cavendish.") | 1. (*a*) Four in suit, lead queen, then knave.<br>Five or more in suit, lead queen, then ten. |
| | Or, |
| (*b*) Queen, knave, ten, with one or more? (Hamilton Lead, see page 31, 1.) | (*b*) Four in suit, lead ten, ten, then queen.<br>Five or more in suit, lead ten, then knave. |
| 2. Queen, knave, with or without one other (forced lead)? | 2. Lead Queen. |

| | |
|---|---|
| 3. Queen, and small cards (including all strong suits headed by queen, not given in the above rules)? | 3. Lead fourth best. |

SUITS HEADED BY KNAVE.

| | |
|---|---|
| 1. *In trumps*, from knave, ten, nine, with one or more small, which is generally led? | 1. Three or four in suit, lead knave, then ten.<br>Five or more, knave, then nine. |
| 2. *In trumps*, from knave, ten, nine, and eight, which is generally led? | 2. Four in suit, lead knave, then eight.<br>Five or more in suit, lead knave, then nine. |
| 3. In *plain suits*, from above rules? | 3. Fourth best. |
| 4. Knave, ten, and eight, *in trumps*, and nine is turned up to your right? | 4. Lead knave. |
| 5. Knave, and small cards (including all strong suits, headed by knave, not given in the above rules)? | 5. Lead fourth best. |

SUITS OF FOUR OR MORE CARDS WITHOUT AN HONOUR.

| | |
|---|---|
| 1. From suits of four or more cards without an honour? | 1. Lead fourth best. |

SUITS OF LESS THAN FOUR CARDS.

| | |
|---|---|
| 1. From suits of less than four cards headed by a card lower than the queen? | 1. Lead the highest. |

# VI.

## General Rules for the Play of Second in Hand.

| | |
|---|---|
| 1. Which card should you generally play in the first round of a suit, second in hand? | 1. The lowest. |
| 2. If, however, you hold a sequence of high cards, how should you play? | 2. The lowest of sequence, unless you wish to signal for trumps. |
| 3. If you hold a combination which would make you lead high? | 3. Generally play high. |
| 4. When should you be careful not to take with a higher card than is necessary to win the trick? | 4. If, after subtracting the face value of a fourth best card led from eleven, you find you hold all the cards above it not in the leader's hand, cover with the lowest card you can. |

| SECOND HAND IN DETAIL. | SUITS HEADED BY ACE. |
|---|---|
| 1. Holding ace, king, queen, knave, with or without others, which card should be played? | 1. Knave. |
| 2. Ace king, queen, with or without others? | 2. Queen. |

| | |
|---|---|
| 3. Ace, king, and two or more small? | 3. King. |
| 4. *In trumps*, from above rule? | 4. Low, unless queen is led, when play king. |
| 5. Ace, king, knave, with or without others? | 5. King. |
| 6. *In trumps*, from above rule, and right-hand adversary has turned up queen? | 6. Knave. |
| 7. Ace, queen, knave, with or without others? | 7. Knave. |
| 8. Ace, queen, and three small? | 8. Low, if strong in trumps. Queen, if weak in trumps. |
| 9. *In trumps*, from above rule? | 9. Low. |
| 10. Ace, queen, ten, and one or more? | 10. Ten, if strong in trumps. Queen, if weak in trumps. |
| 11. *In trumps*, from above rule? | 11. Ten. |
| 12. Ace, queen, ten, nine? | 12. Nine. |
| 13. Ace, queen, ten only? | 13. Ten. |
| 14. Ace, queen, ten, and one or more, knave led? | 14. Ace. (It is useless to cover with the queen, as the leader cannot hold the king.) |

15. Ace, queen, only or with one or more small, knave led?

15. Ace. (For the same reason as given for 14.)

16. Ace, queen, and one or two small, low card led?

16. Low.

17. Ace, queen only, or with others, nine or ten led?

17. Queen.

18. Ace, knave, ten, and one or more, low card led?

18. Low in plain suits. Ten *in trumps.* (In trumps, a small card may be led from king, queen, but not in plain suits.)

19. Ace, knave, and one or two small, low card led?

19. Low.

20. Ace, knave, and two or more small, king or queen led?

20. Ace.

21. Ace, knave, and one small, king or queen led?

21. If strong in trumps, you may play low. If weak in trumps, play ace.

22. *In trumps*, from the two above rules?

22. You may play low.

23. Ace, ten, and one other, eight led?

23. Ten.

24. Ace, nine, and one other, *in trumps*, eight led?

24. Nine.

| | |
|---|---|
| 25. Ace, and one or more small, low card led? | 25. Low. |
| 26. Ace, and one or more small, king or queen led? | 26. Ace. |
| 27. Ace, and one or more small, on weak lead of knave? | 27. Low. |
| 28. Ace, and one or more small, on original lead of knave? | 28. Ace. |

SUITS HEADED BY KING.

| | |
|---|---|
| 1. King, queen, ten, with or without others, low card led? | 1. Queen. |
| 2. King, queen, and two small, low card led? | 2. Queen in plain suits. Low *in trumps.* |
| 3. King, queen, and one other? | 3. Queen. |
| 4. King, queen, and one or more, knave led? | 4. Queen in plain suits. Either queen or low *in trumps.* (The usual practice is to play queen on knave led in trumps, but "Cavendish" says more is gained than lost in the long run by playing low.) |
| 5. King, knave, ten, low card led? | 5. Play lowest of the knave, ten, sequence. |

| | |
|---|---|
| 6. King, knave, and one other, low card led? | 6. Low. |
| 7. King, knave only, low card led? | 7. King. |
| 8. King, knave only, nine led? | 8. Knave. |
| 9. King, knave, with or without others, queen led? | 9. King. |
| 10. King, ten, and one small, knave led? | 10. King. |
| 11. King, ten, and one small, eight led? | 11. Ten. |
| 12. King, nine, and one other *in trumps*, eight led? | 12. Nine. |
| 13. King, nine only, eight led? | 13. King. |
| 14. King, and one small, low card led? | 14. Low. |
| 15. King, and one small, nine led? | 15. King. |
| 16. King, and one other, queen led? | 16. Low, except sometimes late in the game, when play king on a weak queen. |
| 17. King, and one other *in trumps*, the king having been turned up by you? | 17. King on anything but ace led. |

| | |
|---|---|
| 18. King, and one other *in trumps*, and ace turned up to your right? | 18. King on anything but ace led. |

SUITS HEADED BY QUEEN.

| | |
|---|---|
| 1. Queen, knave, and one small? | 1. Knave. |
| 2. Queen, knave, and two small? | 2. Low. |
| 3. Queen, ten, and one or more, knave led? | 3. Queen. |
| 4. Queen, ten, and one small, eight led? | 4. Ten. |
| 5. Queen, nine, and one small *in trumps*, eight led? | 5. Nine. |
| 6. Queen, and two small, ten led? | 6. Low. |
| 7. Queen, and one small, low card led? | 7. Low. |
| 8. Queen, and one small, nine or ten led? | 8. Queen. |
| 9. Queen, and one other *in trumps*, and higher honour turned up to your right? | 9. Queen on anything but ace or king led. |

10. Queen, and one other *in trumps*, the queen having been turned up by you?

10. Queen on anything but ace or king led.

SUITS HEADED BY KNAVE.

1. Knave, ten, and two small?

1. Low.

2. Knave, ten, and one small?

2. Ten.

3. Knave, nine, and one small, eight led?

3. Nine.

4. Knave, and one small, low card led?

4. Low.

5. Knave, and one small, ten, nine, or eight led?

5. Knave.

SUITS HEADED BY TEN.

1. Ten, nine, and one small?

1. Nine.

ON THE SECOND ROUND OF A SUIT.

1. On the second round of a suit, how should you play, second in hand, in plain suits?

1. If you have the winning card, you had better play it, unless you have a certain finesse.

2. *In trumps*, how should you play second round of a suit?

2. Usually do not play the winning trump. It will always make, and it may be to your advantage to retain the command.

# VII.

## Play of Third in Hand.

1. Which card are you usually expected to play first round of a suit, third in hand?

1. Your highest card.

2. What are exceptions?

2. When you hold a sequence. When you wish to finesse.

3. When you hold a sequence, which card should you generally play?

3. Lowest of sequence.

4. What should be your guide in finessing?

4. The card led by your partner. If he has led from strength, you should finesse only when you hold a tenace of ace and queen.

If he has led a strengthening card from a weak suit, you may finesse freely.

5. What should be your guide as to finessing in a suit of which you have considerable strength, in which a strengthening card has been led by your partner?

5. Your strength in trumps.

If strong in trumps, you may finesse.

If weak in trumps, it is usually best to win the trick at once.

UNBLOCKING.

6. Holding two cards of a suit, when should you unblock on the first round of a suit?

6. Holding ace and one low card, and your partner leads knave originally. Take with ace and retain low card, as he presumably holds king, queen, and, at least, five in suit.

7. Holding three cards of a suit, what should you do?

7. "More tricks will be lost than gained by attempting to unblock by system, with three cards of your partner's suit. It should be a matter of judgment in the nature of a *coup*."—N. B. Trist.

8. When you hold exactly four cards of a plain suit, what should you do?

8. If your partner leads originally an ace, queen, knave, ten, or nine, always begin to unblock on the first and second round of the suit, by retaining your lowest card. For instance, ace is led, you (third hand) hold king, queen, knave, and one small card of the suit. The lead must be from, at least, five cards. If you play your low card to the ace, you effectually block your partner's suit. You should play the knave on the first round, and the queen on the second round, even if the second hand has trumped.

9. Holding four cards of a suit, and your partner leads king, what should you do?

9. Retain your lowest card on the first and second rounds of the suit, and play it on the third round, unless trying to win the trick. This is not so much to unblock, as to give your partner information that you held four cards of his suit.

10. Holding five or more of a suit, what should you do?

10. There is no need to unblock, as you are probably as strong in the suit as your partner.

11. Should you unblock in trumps?

11. Not to the same extent as in plain suits.

12. Are there instances when you should unblock, not given in the above rules?

12. Yes, but they are so marked, that one's judgment should tell one what to do.

13. Give an example.

13. Holding ace, knave, only, and your partner leads king or queen originally, take with ace, and return knave.

14. Give another example.

14. Holding ace, king, and one other, and your partner leads queen, take with king, and return ace.

15. Is it well to have many rules for unblocking?

15. No; it is better to analyze the leads, place the cards, and use good judgment.

# VIII.

## Play of Fourth in Hand.

1. What is the chief duty of the fourth in hand player?

1. Usually to win the trick if possible, and failing that, to throw away the lowest card.

2. What is the only justification for not taking a trick fourth in hand, if you can?

2. The certainty of taking two tricks by thus holding back.

3. Holding ace, knave, and others, is it good play to let a king or queen led take the trick?

3. It is rarely advisable. It is generally better to take the trick with the ace, as the suit may be trumped on the second round.

4. Do cases ever occur in which it is advisable to win a trick already your partner's?

4. Yes, sometimes.

5. How can one best learn when it is advisable not to take a trick, fourth in hand, or when to take a trick already your partner's?

5. By practice in analyzing the hands, and using careful judgment. It takes a good player to know when not to win a trick fourth in hand, or when to take a trick already your partner's.

# IX.

## The Discard.

| | |
|---|---|
| 1. From which suit should you discard, when there has been no indication of trump strength, either with or against you? | 1. From your weakest suit, or from the suit which you prefer not to have your partner lead. |
| 2. If trump strength is on your side, from which suit should you discard? | 2. From your weakest suit, so as to keep your strong suits intact; therefore your partner should not lead you the suit from which you have discarded. |
| 3. If your adversaries have shown trump superiority, how should you discard? | 3. "From the suit you prefer not to have your partner lead, *having always due regard to the proper protection of your hand.* Your discard does not necessarily mean weakness in the suit, but simply directs your partner to lead another suit." (See note.) |

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NOTE.—This rule for discarding when adversaries have shown trump superiority was sent to the author by Mr. Fisher Ames as the one he prefers. Mr. N. Browse Trist prefers the old rule ("Cavendish"): "When trump strength is against you, discard generally from your best protected suits, but not imperative on partner to lead the suit from which you have discarded."

4. Give an example.

4. Supposing you have two suits from which to choose a discard, one of king, queen, and two small cards, and the other of ace, queen, and two small, a discard from the former would be the better, as you can take the finesse in the latter.

5. How may the suit you wish your partner to lead be almost positively marked?

5. By not discarding from it, but by discarding *once* from each of your other suits.

6. When a signal can have no reference to trumps, what does it mean, either in a discard or in the suit your partner is leading?

6. Strength in the suit in which you have signalled.
(Strength signal.)

7. When you have full command of a suit, how can you discard so as to tell your partner?

7. By throwing away the best card.

# X.

## General Rules.

1. If your suit has not been led, and you have been obliged to weaken it by a discard, or by trumping with it, how should you afterwards lead the suit?

1. Lead the suit as it remains in your hand.

2. Give an exception for plain suits.

2. When you would have led ace, from ace and low cards, then lead the suit as it was originally.

3. Give an exception for trumps.

3. If, after having been forced to trump, your partner has completed a signal for trumps, in answer to his signal, lead your trumps as they were originally in your hand. (N. B. Trist.)

4. If your partner has signalled for trumps, and you are forced to trump before leading, if you have four trumps, how can you show them the most quickly?

4. "If not obliged to trump high, in order to win the trick, trump with next to the lowest, and lead the lowest, unless you hold ace, or two honours, when lead ace, or one of the honours." (N. B. Trist.)

5. If your partner has signalled for trumps, and you are forced to trump before leading, if you have less than four trumps, with which card should you trump?

5. Trump with lowest, and lead highest. (This shows three or less.) (N. B. Trist.)

6. If your adversary, in response to a signal for trumps, leads a strengthening card,—queen, or knave, for instance,—and you hold king, or queen, and one or two small, what should you play second in hand?

6. Play king, or queen, so that your adversaries will have to use two honours to win the trick. This may, perhaps, also make good a ten, or nine, in your partner's trump suit. (Miss Wheelock.)

7. Holding king, or queen, and two small, and a strengthening card has been led in trumps, when there has been no signal for trumps, what should you play second in hand?

7. Low.

8. Should you lead a suit in which one adversary will discard and the other trump?

8. Avoid doing so, as it is usually the poorest play that can be made.

9. When should you be careful not to lead a false card?

9. If there is any danger of deceiving your partner, before you know his hand cannot be hurt by it.

10. When should you avoid returning your partner's suit?

10. When you have won the trick with as low a card as the queen. The lower the card with which you win, the more you should avoid returning.

11. If on the first, second, or third trick of the hand, an eight spot, or higher, is discarded from an unplayed suit, what is it generally safe to guess?

11. That it is *probably* a signal for trumps. A player should be careful, early in the hand, not to discard as high a card as an eight, unless calling for trumps.

12. As what is called a whist memory is very important, how can it be acquired?

12. Do not attempt too much at first. Begin by counting the trumps as they fall, notice the honours, and remember the turn-up card. Next attend to the suit led originally by each player, and watch in the second round whether it was from strength or weakness. Try and remember the fall of the cards in your own strong suit, so that you will know when it is established. After this, experience will enable you to judge what to retain and what to reject in each hand, so that with practice you will be able without great effort to remember the *principal* features in each hand.

# XI.

## Affording Information by your Play.

1. Before trumps have been exhausted, what inference should you draw from any card played by the second, third, or fourth in hand player?

1. That he has not the card in sequence below it, unless he has begun a signal for trumps, or has played a false card.

2. After trumps have been exhausted, and your partner plays an unnecessarily high card, followed by a lower one in the suit you are leading, what is he saying to you?

2. "Continue the suit you are leading, because I have strength in it."
(Strength signal.)

3. What is the most valuable system for conveying information to your partner of the strength of your suits?

3. The system called "American Leads." (See General Rules for the Lead, and Leads in Detail, pages 29 to 37.)

4. The rules given in the preceding pages of this book have all been to afford information of the contents of your hand. May not this knowledge, by informing your adversaries as well as your partner, be used to your disadvantage?

4. It may, but the *balance* of advantage gained will be greatly in your favor. It is admitted by all experienced players to be more important to inform your partner than to deceive your adversaries.

5. When would you be justified in not giving information to your partner by following the recognized rules of the game?

5. When your partner has shown such weakness in one or more suits that you know his hand to be powerless; or,

When you are playing with an untaught partner against observant adversaries.

6. In these cases what is generally advisable?

6. Expose your hand as little as possible, and do all in your power to mislead and perplex your adversaries.

7. Give another instance of when the modern system of leading should be abandoned.

7. When an adversary has shown such strength in trumps that it is not advisable for you to let him count precisely the length of your suits.

8. Conveying information to your partner by following the recognized rules of the game, what reputation do you soon acquire?

8. That of playing a straightforward, intelligible game. This character alone will counterbalance the disadvantage attached to the fact that you have enabled your adversaries to read your hand.

9. What effect will it have upon your partner if you play at random and without method?

9. He will be in a state of constant uncertainty, and you almost preclude him from executing any of the finer strokes of play, the opportunities for which generally arise from being able to infer with confidence the position of particular cards.

10. Why, then, is it all the more necessary that the given rules for whist be most carefully studied?

10. Because the better you understand them, the better your judgment will be to know when to afford information by them, and when to conceal it; when to play by rule, and when to depart from it.

11. If a player simply follows rule, and fails to grasp the situations in which rules should not be adhered to, what does he become?

11. A mere machine. The fall of the cards at one time or other, sometimes even on the first round, may modify every rule of play.

12. What is then necessary to become a master of the science of playing whist?

12. To a thorough understanding of the rules, must be combined the power of accurate observation, and acute perception, together with a capability of estimating the whist capacities of partners and opponents.

13. How can one then hope to become a master of the game?

13. By careful study of the rules, by practice in analyzing the leads, drawing inferences, and, above all, using sound judgment.

# TERMS USED IN THE GAME OF WHIST.

*American Leads.*—A system of leads by which the number in suit is shown by the card led.

*Blocking.*—Obstructing a suit by holding up a winning card in it.

*Coup.*—A strategic stroke,—a brilliant play.

*Cross-ruff.*—Partners each trumping a suit, and leading to each other for that purpose.

*Discard.*—Throwing away a card of a plain suit, when you have none of the suit led.

*Doubtful Card.*—A card which is not in itself a winning card, but which your partner may, or may not, be able to win.

*Echo.*—After your partner's lead of, or signal for, trumps, a trump echo is for you to signal, either in the trump suit, or in a plain suit.

*False Card.*—A card played contrary to the rules of the game, to deceive your adversaries.

*Finesse.*—An attempt to win with a card lower, and not in sequence with, the highest in your hand.

*Forced Leads*—Leads from short suits, called forced, because you are compelled to make them, as another lead might be damaging.

*Forcing.*—Leading a card of a plain suit that another player must trump to win.

*Fourchette.*—The next card higher, and the next card lower to the one led.

*Guarded.*—A high card, protected by lower cards of the same suit.

*Indifferent Cards.*—Called indifferent, because, so far as taking the trick is concerned, it makes no difference which you play.

*Irregular Lead.*—A lead not in accordance with the given rules for leads.

*Low Cards.*—Cards between nine and two.

*Original Lead.*—The opening, or first lead, of a suit or hand.

*Quart.*—A sequence of four cards.

*Quart Major.*—Ace, king, queen, knave.

*Re-entry.*—A card of re-entry is one which is sure to win, and therefore insures the regaining of the lead.

*Revoke.*—Not to follow suit, while holding a card of the suit led.

*Ruffing.*—Another word for trumping.

*Sequence.*—Two or more cards in consecutive order.

*Signal for Trumps.*—Asking your partner to lead trumps, by playing an unnecessarily high card, followed by a lower one of the same suit.

*Small Cards.*—Cards between nine and two.

*Strengthening Card.*—A medium or high card led, to aid your partner to establish his suit.

*Sub-Echo.*—A development of the echo to show three trumps.

### SUITS.

*Established Suit.*—A suit is said to be established when you have obtained complete command, having exhausted all the leading cards which were in it against you.

*Long Suit.*—One of which you hold originally more than three cards. The term is, therefore, indicative of *numerical strength.*

*Plain Suits.*—The three suits not trumps.

*Short Suit.*—One of which you hold originally not more than three cards; *also called numerically weak* suit.

*Singleton.*—One card only of a suit.

*Strong Suit.*—One in which the player has both high cards and numerical strength.

*Trump Suit.*—Cards of the suit turned up by the dealer.

*Weak Suit.*—One containing few or no high cards, in contradistinction to a suit short in number of cards.

*Tenace.*—The best and third best cards in the same hand constitute a major tenace.

The second and fourth best cards, a minor tenace.

*Throwing the Lead.*—Playing a card to make another player take the trick.

*Under-play.*—Playing low cards, instead of high ones, when, as a general rule, the high cards should be played.

# ADDENDA.

THERE are so many disputed whist questions, that the author believes an addenda to be necessary in order to mention them. Advanced players may try the different methods suggested by whist experts, and form their own opinion.

The lead has now been adopted in plain suits of a fourth best card originally, instead of ace, regardless of trump strength, from ace and four cards lower than a knave. (Endorsed by Mr. N. B. Trist.)

With ace, queen, and three others, or ace, knave, and three others, in plain suits, many of the leading players are trying a lead of a fourth best card originally, instead of ace, regardless of trump strength, so as to have the original lead of the ace mean either the king, or both queen and knave, or six in suit.

The lead of ten originally, instead of queen, from queen, knave ten, and the lead of a fourth best card originally, instead of ten, from king, knave, ten, has been adopted by the majority of whist players in the United States. (Not yet endorsed by Mr. Trist and "Cavendish.") Mr. Trist advocates the lead of the fourth best, in trumps, from king, knave, ten, and one low card; but if the suit is longer than four, he does not advocate the low card led.

The lead has been suggested, and is being tried, of a queen, instead of knave, from ace, king, queen, knave, and one or more. The queen would then be led from two combinations only, one with, and one without the ace, but always with the king and, at least, three others in suit. Knave would then be led, only, when not holding the ace. (Foster.)

The play is being tried to make the echo in your partner's lead of trumps show three trumps originally, instead of four. (Greene.)

### CHANGE OF SUIT SIGNAL. (GENERAL DRAYSON.)

Many prominent players prefer the change of suit signal (General Drayson) instead of the strength signal, which has been adopted by the majority of American players and given on page 54, 2.

The change of suit signal is, that when a signal can have no reference to trumps, and your partner plays an unnecessarily high card, followed by a lower one in the suit you are leading, he means, "Change the suit you are leading to another; anything is better than its continuation." (As this last rule has just the opposite meaning from the strength signal, it is very important that partners should understand each other's method of play.)

### ECHO AFTER A FORCE.

If your partner has signalled for trumps, and you are forced to trump before leading, with four trumps, many prefer to trump with next to the lowest, then to lead the highest, and on the next round lead, or play, the lowest remaining trump. This method is preferred by "Cavendish," but it does not show number of trumps so quickly as the method preferred by Mr. N. B. Trist, and given on page 51, 4.

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NOTE.—These and other disputed whist questions have caused much discussion not only among advanced players but with beginners, to whom they must necessarily be confusing. Whichever method of play is used is of comparatively little importance. That which is most essential to every whist-player, and which will take the most tricks, is the ability to concentrate one's mind on the game, to note the cards as they fall, to draw correct inferences from the play of each card, to remember, and above all, to use sound card sense and careful judgment.

THE END.